

DEADLOCK: PLANETARY CONQUEST PLAYER'S MANUAL

ACCOLADE™

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End the deadlock, colony leader....

Beneath you floats magnificent, untamed Gallius IV, a terran world newly discovered in this disputed part of the galaxy. Your colony ship is ready, equipped with all the basics you need to settle this planet. The select group of colonists orbiting with you are prepared both to build a strong colony and defend it to the last stone.

Other ships are also scanning the planet's surface, choosing a landing site for their colony. All past allegiances have been cast aside in the fever for this world. Seven vast armadas loom over the planet, ion weapons ready to blast each other apart. Only a hastily made treaty, the Compact of Gallius IV, prevents an escalating war. Capture this planet and peace may finally return to our part of the galaxy.

There are two ways you can take the planet. You may win this frontier world either by building an agreed upon number of City Centers or by driving all your opponents off the planet. Either way Gallius IV can be yours.

I have arranged this manual to accurately explain how to run your colony. Use all the resources, technologies, and your own special strategies to your utmost. Only then can you beat your enemies and end the fierce standoff growing in the skies.

--Oolan, Gallius IV Observer

INSTALLING DEADLOCK

Deadlock can be played in Windows® '95, Windows® NT, or Windows® 3.1. Install the game by placing your *Deadlock* CD into your CD-ROM drive. Then click on your **File Menu** (for Windows 3.1) or your **Start Menu** (for Windows '95) Select **Run**. At the command line type the drive letter of your CD-ROM -- usually this is drive D: or E:. Next type SETUP and press **OK**. Follow the install program's instructions, and soon *Deadlock* will be on your system.

HOW TO PLAY RIGHT NOW!

Select the *Deadlock* **TUTORIAL** from the Main Menu. This tutorial takes you through the first three turns of your beginning colony. I, Oolan, will show you how to start a colony step by step! There are also **ADVICE** buttons on most dialog boxes; these let me answer your questions directly. Right clicking any area on the game will bring up some brief instructions. Lastly, you can see all my information by pressing your **Help** button on the toolbar.

You may wish to use this manual after you have played the tutorial. This book gives you brief information on all parts of the game. The **Colony Leader's Guidebook** also has complete statistics and facts on the technologies, buildings, military units, and individual races.

DEADLOCK TERMS

This manual uses mouse terms to explain how to play the game. Here are all the different command terms:

Click -- Press and release your left mouse button.

Click and drag -- Press and hold your left mouse button. Move the mouse pointer to another part of the screen and then release the left mouse button.

Double click -- Quickly press your left mouse button twice.

Right click -- Press and release your right mouse button.

Shift click -- Press and hold your keyboard's "Shift" button. Then press your left mouse button.

BUILT-IN DEMO

The *Deadlock* CD can be used to create a demo version of *Deadlock*. Accolade gives you permission to use your CD to give your friends a sneak peek at the game.

Simply use the *Deadlock* CD to install the game on another computer. When a computer tries to start a game of *Deadlock* but does not find the official *Deadlock* retail CD in the CD drive, it reverts to "demo rules". This gives you a healthy dose of *Deadlock* play, but limits your game options and technological research in the game. To play the full game, a *Deadlock* retail CD must be in the CD drive at all times.

PART ONE: STARTING YOUR COLONY

MAIN MENU

The Main Menu gives you these options -- Tutorial, Quick Start, New Single Player Game, New Multi-Player Game, Load Game, and Exit.

Quick Start

This button takes you right to Gallius IV, skipping the Game Options screen. The options will be the same as the game you last played -- same number of players, planet size, race abilities, and so on.

Tutorial

Let me, Oolan, your on-line help advisor, take you through colonizing basics. This is a great way to learn how to create a colony quickly.

Load Game

Press this button to bring up a game you have previously saved.

New Single Player Game

Play a solo game against your computer. Choosing this button takes you to the **Game Options** screen..

NEW MULTI-PLAYER GAME

Play against human opponents with this command. You can connect to other people through several ways. *Deadlock* can be played over a LAN (Local Area Network) System, a modem connection, a null modem serial cable, Mplayer (an Internet game service), or TEN (an Internet game service). See PART NINE , p. 24 to con-

nect with *Deadlock* games across the country and around the world!

GAME OPTIONS

All single player and multi-player games are set up on this screen. You can create a vast planetary campaign or a tiny moon fight. There are also many rules you can change. Here are your options:

Number of Players -- Pick how many colonies (human, computer, or both) you wish to have in the game.

Victory Conditions -- Set the number of City Centers needed to win Gallius IV. A City Center is the hardest building to make. You may choose among 2, 3, 5, 7, or 10 City Centers.

RULES OPTIONS

Random Events -- Turn random events off or on. Chance events will not happen when this option is off.

Fast Production -- Choose this rules option and resource production is double that of a normal game. Games are much faster when this option is selected.

Computer Skill Level -- Choose how smart your computer opponents will be. You can also customize the skill level of the computer players. Press Custom and a dialog box appears listing computer advantages and disadvantages. You can make your computer opponents terrible at resource production or you can even let them all gang up against you!

ADVANCED OPTIONS

Last Player Has x Seconds -- A multi-player option only. This timer comes on when all the players except one have finished their turns. If the last player does not end the turn before time runs out, a new turn is immediately started.

Auto End Turn in x Seconds -- Select this and all your turns end automatically. This can be a wild challenge, as you will have to be faster than the other colonies planning to destroy you!

Racial Abilities -- Change the advantages of each race. **Standard Abilities** gives each race their unique abilities and weaknesses. **No Abilities** shuts off the racial advantages. **All Have Best** gives every race the strongest abilities of each race. You can also give all the races the same ability, such as giving all the players the Re'Lu abilities.

PLANET SIZE

There are four sizes of planets to choose from -- small to huge. You can also choose **Custom** to design your own world map.

World Size Options -- Create a large or small planet by adjusting the width, height, and territory size of the world map. Territory size changes the average area of each territory. Maps with large territories have fewer of them on the map to choose from.

Terrain Options -- Change the terrain types your planet will have. Click and drag each bar to make your choice. There are five terrain types -- plains, forests, mountains, swamps, and oceans. Select mostly plains to create a flat planet, or fill the map with mountains and swamps to make an inhospitable world.

A map can have up to 75% ocean territories. You cannot land in ocean territories.

Colors -- Select your planet's appearance. Choose from a tropical world to an ice world. The color of the planet does not affect gameplay.

SELECT YOUR RACE

Each race has their own special abilities and weaknesses.

ChCh-t -- This insectoid race grows population quickly. Their military units are weaker, but they manufacture military units faster than other races. Their military units also move faster during combat. ChCh-t Scouts can steal resources from enemy territories.

Cyth -- The Cyth never become too unhappy, so you may risk taxing them heavily. Their Command Corps mind blast enemy military units -- annihilating them completely. Cyth Scouts also poison land which destroys a food stockpile in an enemy territory.

Humans -- These economic geniuses gain high income through trade and taxes. Resource transportation costs are much less for them than other races. Also Human infantry have a berserk battle order which doubles their attack strength, but kills them off after a battle. Humans are highly susceptible to Skirineen scandals; these scandals lower their morale.

Maug -- Maug scientists rapidly research technology, so they can build high-tech buildings and units quickly. Their Scouts can sabotage enemy artillery, airplanes, missiles, and buildings. Maug military units are very good at catching spies. All Maug are chronically afflicted with colds and light fevers, so their morale drops very quickly.

Re'Lu -- Re'Lu have telepathic powers which lets them see the entire planet, both world and settlement views, giving them much information to plan a devious strategy. Re'Lu Scouts can subvert morale in rival territories. Their Command Corps also mind control other units, making them fight for the Re'Lu during a battle. They have weak artillery units.

Tarth -- The Tarth are military behemoths. Tarth infantry, artillery, and defense fortifications all have attack bonuses. Their infantry units employ a juggernaut battle order that crumbles buildings quickly. Also Tarth farms produce high amounts of food. Tarth Scouts make poor spies and are often caught. Their ships are also very weak and can sink easily.

Uva Mosk -- Their tie to nature lets them produce more natural resources than any other race. Uva Mosk Command Corps can also shaman dance, which lets them create resource bonuses in territories. All Uva Mosk infantry units may spy on other colonies, and so these units are not easily caught. The Uva Mosk pay less taxes than other races.

SELECT A LANDING SITE

Once you have chosen a race, you will select a territory where you will begin your colony. There are four terrain types you can land on -- plains, forests, mountains, and swamps. Right click any territory to get detailed information about it.

Plains -- These flatlands are ideal for starting a large population, and they also produce the most food. However, plains have poor iron and energy production.

Forests -- These territories produce every natural resource in moderate amounts. Unfortunately, they never have large quantities of anything.

Swamps -- Marshlands produce the most energy. However, population growth is very slow, so it is difficult to create a large population in these territories. Also swamps have very poor iron production.

Mountains -- These rocky areas are perfect for mining iron, but food and energy have a hard time being produced here. Population grows slowly as well, so it takes awhile to have many colonists in these territories.

Oolan's Advice: You are not able to land on oceans. You may also not land in territories bordering another colony unless there are no other territories open. Territories you cannot land in are grayed out. Right click on any territory to get details on each landing area.

BEGINNING COLONY SIZE

You begin by having a City Center, 400 colonists (4 icons), 500 credits, 100 food, 75 wood, 100 energy, 150 iron, and a Colonizer -- your first military unit.

PART TWO: MANAGING YOUR COLONY

There are two views where you control your colony. The **World View** and the **Settlement View**.

THE WORLD VIEW

When you first land you see this view. You control several parts of your colony from the world view.

THE TOOLBAR

Each toolbar button or area has a different function.

Credits Window -- This window shows how much money you have this turn.

Turn Window -- This area displays the turn number.

Combat Report -- This button gives you a playback of any battles you fought this turn. All territories that had a combat are highlighted. Select the territory skirmish you wish to see and press **View Battles**. The battle will be shown to you.

Colony Stats -- This button lets you see an overall summary of your colony. All buildings, colonists, units, and technologies may be viewed. Any enemy territories you can see, either because they are next to you or because of spying units, may also be shown. Choose the race you wish to see and the enemy territories that you know about will appear with their information.

Research Report -- Check up on or even change your colony's technology research. Choosing a technology lets you see how many turns it will take to finish it. Once you have the technology you want press **OK**. You colonists begin research immediately.

Oolan's Advice: You may only start researching technologies after you build a University.

Events -- This button reviews all the events that happened this turn.

Send Message -- Insult, brag, threaten, or complain to your opponents. You can also write your own messages to harass your rivals. Do this by first choosing the type of message you wish to send. Then select who you want to see this message. When you press **OK** this message is sent.

Black Market -- Contact the Skirineen when you want to buy something illegally. This violates the Compact of Gallius IV, but a deal with them might get you ahead. You may buy resources, information, technology, and military units from them. You can even sell them resources!

Oolan's Warning: Secret deals with the Skirineen may cause a scandal. A scandal seriously lowers your colonists' morale, possibly inciting them to riot. Penalties get more severe each time you are caught.

Taxes -- Set your colony's tax rate. How many credits you will get next turn is displayed, along with that tax rate's effect on morale. You may also adjust taxes for different settlements, letting you give one territory a tax break while heavily fleecing another.

View Settlement Morale -- Find out a highlighted settlement's morale. High taxes, no food, and overpopulation all make colonists stay at home in protest. Overpopulation happens when you have too many colonists in the territory. Low taxes, culture, and art objects all raise morale.

Toggle Resources/Military Units -- This button lets you switch between seeing your military units and resource icons. Displaying resources lets you manually move them between territories or colonies. Normally resources are automatically transported for you, but if you need resources moved quickly you should transport them manually.

Move resources by first toggling your resources on. Next click and drag the resource to the desired territory. A box will ask you how many resources you wish to move. Type in the amount and press **OK**.

Oolan's Advice: Moving resources costs money. Regardless of whether you or your colony transports them, you may only move as much as your treasury allows.

While the resource icons are shown your military units disappear. Press the **Toggle Resources/Military Units** button again and they reappear.

Zoom In -- This button takes you to the Settlement View.

Help -- If you are having problems contact me, Oolan, your on-line tutor. I have much advice on running your colony. Press any Advice buttons to find out information directly. You may also right click your screen to get more instructions.

End Turn -- Press this button and your turn ends and a new one begins. During multi-player games a turn does not end until all the players are done. However, even though you have clicked **End Turn**, you can still continue to play while you are waiting for everyone to finish.

THE WORLD MAP

You move military units and resources on the world map. Important icons are shown on this view as well.

Colony Flags -- Each race's territory is indicated by a flag. Here are the races and their flag colors:

• ChCh-t	Orange	• Re'Lu	Greenish Blue
• Cyth	Black	• TARTH	Red
• Human	Gray	• Uva Mosk	Green
• Maug	Dark Blue		

Beside each flag is an icon of the settlement's size. A beginning settlement is very small. As that settlement's population grows this icon gets larger as well.

CITY CENTERS

Every colony's starting City Center is shown on the map. Any new City Centers built during the game are also displayed. When a race makes enough of these buildings they claim the planet.

TERRITORY POPULATION

Every territory you own shows you how many colonists live in it. The icon's number is the territory's population. Each number equals one hundred colonists.

Moving colonists -- Click and drag colonists between territories you own. This costs you 25 credits, but it builds up a new settlement's population quickly.

Oolan's Advice: You may only move colonists between territories you have settled. A colonizer must build a settlement in a neutral territory before colonists can be moved into it.

MILITARY UNITS

Control all your military units from this world map. Move military units the same way you move colonists. Click and drag your units into neighboring territories. Unlike colonists, they can move into territories you do not own. Select a unit; territories that it can reach are highlighted.

Double clicking each military unit bring up its **Unit Orders** box. Each unit has different battle orders and missions it can carry out. A battle order tells the unit how to fight. A mission gives the unit a task to perform such as spying or stealing technology.

SPECIAL WORLD ICONS

There are several special icons that can appear on your world map.

Port -- This shows that there is a Shipyard or a Hydroport in this settlement.

Airfield -- This displays that there is an Airport or a Military Airbase in this settlement.

Fuel Depot -- This settlement has a Fuel Depot in it.

Energy Shortage -- This settlement needs more energy.

Plague -- Any settlement that is infected with a deadly plague has this icon. The icon is placed over that settlement's population.

Crop Plague -- Settlements that have a crop plague have this icon placed over that settlement's food stockpile.

SATELLITE VIEW

The small map in the upper right is your satellite view. The red rectangle is the area you presently see on the world map. Click anywhere on this view and your world map changes.

COLONY POPULATION

Your colony's total population is displayed just below the satellite view. Contented colonists are shown first. If you have any angry colonists they will be next to your happy colonists -- outlined in red!

RESEARCH PROGRESS

This bar shows how close a technology is to being finished. The green bar is how much research that has been done on a technology. The yellow bar shows how much research will be completed next turn.

Oolan's Advice: You cannot research any technologies until you build a University.

COLONY STOCKPILE

Your total resources are displayed in this box. There are two numbers under each resource. The first number shows that resource's stockpile; the second number is that resource's production this turn. A green number means you are producing a surplus. A red number indicates you are using up more resources than you are producing.

YOU CAN CHANGE WHAT YOU SEE!

The following hot keys let you change what is displayed on your screen.

F7 -- Toggles between a 3-D angled view to a top down world map.

Spacebar -- Toggles the colony stockpile and satellite view on and off.

Page Down -- Decreases the size of the world map.

Page Up -- Increases the size of the world map.

THE SETTLEMENT VIEW

Either double click on a territory or press the **Zoom In** button. The settlement view appears. This view lets you choose where you will place your buildings and your colonists.

Oolan's Advice: You may only **Zoom In** on your territories, territories next to your colony, or territories you are spying in.

THE SETTLEMENT TOOLBAR

Most of the toolbar stays the same in the settlement view. However you do have three different buttons:

Zoom Out -- This button takes you back to the world view.

Buildings -- Click this button to construct buildings. A list of available buildings appears in this dialog box. How much each building costs in resources, money, and technology is also displayed.

Select the building you wish to make. Now press the **Build** button. Your pointer appears with the building attached to it. Click over an open square or squares. Construction on that building now begins.

Demolish Building -- This button lets you get rid of an unwanted building. Once you press this button you may click the building you want demolished. You are asked if you are sure about this. Press **OK** and the building is gone. You will get back half the resources and money you used to construct the building.

THE SETTLEMENT MAP

Here is where you create your colony. Each terrain feature produces a different resource.

Flat Land -- These are excellent places for raising food.

Squares Next to Water -- The ample water supply gives you great food production.

Light Forest -- These areas make fair amounts of wood and endurium.

Dense Forest -- You can cut much wood in dense forests.

Rocky Soil -- These areas are great sources of iron.

Cracked Earth -- These areas generate the most energy.

Buildings draw resources from squares they cover and all bordering squares.

Bonus Squares

Some squares produce extra resources. If any resource icon is on top of a square, place an appropriate building there. That building will produce more resources than normal. For instance, your settlement has a food bonus square in it. Place a Farm over this square. Your Farm's food production is now increased to 150% of normal!

Oolan's Advice: You will only get a resource bonus if the building covers the bonus square.

Check Each Square's Production

You can find out how much each square produces. Move your pointer over a square and shift click. You will see how much of each resource a beginning-level building would draw from that square.

CONSTRUCTION SITES

When you set down a new building a construction site appears. If you have enough resources in the territory you may immediately move colonists onto the site to start construction. Double click this site to see more details about the site.

If you do not have enough resources in that territory for the building, the construction site will automatically gather them. You cannot place colonists on this site until it has gathered all the resources. Once the site has enough resources you may move colonists onto the site and start making the building.

BUILDINGS

Each building produces something different for your colony. Some buildings make military units, others make resources, while a few buildings create trade and culture. Double click on a building to see its production box. You may change a building's production in this dialog box.

MOVING COLONISTS

Moving colonists to other buildings increases or decreases a building's production and construction time. Click and drag your colonists to the buildings you want them to work in. Pressing the "F" key flattens all buildings; this makes it easier to move colonists around your settlement.

SATELLITE VIEW

Use the satellite view to move between different settlement maps. Click on another territory in the satellite view. The settlement map changes.

WINDOWS MENU COMMANDS

Access these commands from your Windows pull down menus.

FILE

New Game -- This command starts a new game.

Load Game -- Bring up a previously saved game with this command.

Save Game-- This saves the game you are playing.

Personal Settings -- This dialog box lets you adjust *Deadlock's* sound, videos, and graphics. You can turn off or on sound effects, music, videos, video subtitles, and balloon help. Change the cinematics to play either the large or normal size videos; your building animations may also be shut off here. You can also adjust your graphics detail. The lower your graphics detail, the faster you can change between screens.

Oolan's Advice: You should lower your graphics detail if you are running the game on a slower (66 mhz or less) machine.

Message Filter -- Stop certain messages from being shown to you. Choose this command and a dialog box displays all the message types. A check beside a message type means that these messages will be announced to you. A gray box means the message can be seen when you press your events button. A white box indicates that you will not see this message type at all.

Exit to Windows -- Lets you quit *Deadlock*.

MAP

Next Territory -- Lets you move from territory to territory within your colony.

Previous Territory -- This command takes you back to the territory you were just in.

Zoom in to Settlement -- Changes the view to the settlement map.

Zoom out from Settlement -- Changes the view to the world map.

Top Down World -- This adjusts the world map from the 3-D angled view to a flat top down view.

View Stats Bar -- This hides the sidebar on the screen, letting you see more of the world and settlement maps. Select this command again to bring the sidebar back.

Change Borders -- This command changes the appearance of each territory's borders.

Center on Territory -- The map centers around the highlighted territory.

Show Flat Buildings -- Choose this command and all buildings will be flattened out in the settlement view. This lets you move colonists between your buildings more easily.

End Turn -- Ends your turn and starts a new one.

REPORTS

View Game Options -- Check on the settings of this game. All the choices that were made in the **GAME OPTIONS** dialog box before the game began are displayed.

Combat Report -- This command reviews any battles you fought this turn.

Empire Stats Report -- Use this command to see your colony's total resources, military units, and building production.

Research Report -- Check on or change the technology your colonists are researching.

Events Report -- Lets you review all the events you had this turn.

DIPLOMACY

Send Message -- Insult, brag, threaten, or complain to your opponents! You can also write your own custom messages.

Contact Skirineen -- Make illegal deals in the Black Market.

TAXES

Lets you set your colony's tax rate.

KEYBOARD SHORTCUTS: Here are the keyboard buttons you can use to access most commands.

Load Game	Ctrl + L
Save Game	Ctrl + S
New Game	Ctrl + N
Personal Settings	Ctrl + O
Message Filter	Ctrl + F

End Turn	Alt + E
Set Taxes	Alt + T
No Taxes	Alt + 1
Minimal Taxes	Alt + 2
Light Taxes	Alt + 3
Moderate Taxes	Alt + 4
Heavy Taxes	Alt + 5
Oppressive Taxes	Alt + 6

Change Map Borders	B
Center on Selected Territory	C

Toggle Building Display On/Off	F
Demolish Building	D
Next Territory	N
Previous Territory	P
Disband Unit	DEL
Toggle Full Screen View On/Off	SPACEBAR
Larger View Window	PAGE UP
Smaller View Window	PAGE DOWN
Zoom Out to World View	-
Zoom In to Settlement View	+
Scroll Map Left	Left Arrow
Scroll Map Right	Right Arrow
Up Arrow	Scroll Map Up
Down Arrow	Scroll Map Down
Help	F1
Show Combats for This Turn	F2
Colony Statistics	F3
Research Report	F4
Events for This Turn	F5
Send Message	F6
Toggle Map View Topdown/3D	F7
Contact Skirineen	F8

PART THREE: RESOURCES

Use your resources well or your colony will not survive. Some resources are natural to the planet, and can be grown or mined immediately. Others cannot be made until certain technologies are researched.

COLONIST RESOURCES

Credits (Money) -- Taxing your colonists gives you income each turn. The higher the tax the more money you get, but this also hurts morale. City Centers, Factories, Airports, and Shipyards all make money through trade. You can also gain money by selling resources to other colonies or the Black Market.

Oolan's Warning: Selling resources to the Skirineen Black Market is risky! If you are caught making deals with the Skirineen, it could cause your colonists to riot.

Labor -- Your colonists are your labor force. Each building, military unit, resource, or technology has a labor cost. The more colonists you put on a building or a construction site, the better your production on this place will be. Note that each building and construction site has a limit on how many colonists you can put on it.

MORALE

Only happy colonists will work. Unhappy colonists stay at home in protest, reducing how much labor you can use. These unhappy colonists are outlined in red on your settlement map.

Several things may harm your colony's morale. High taxes will make your colonists angry. Once your food stockpile gets below zero, your colonists starve and become very unhappy. Morale also drops in a territory when a unit is ordered to patrol for spying Scouts. Once a settlement gets overpopulated, your colonists also become quite miserable. Territories get overpopulated at different points. Plains can have 2,000 (20 icons) colonists. Forests support 1,500 colonists. Mountains and swamps can handle 1,000 colonists. Increasing your culture and reducing taxes can let you go over these limits. The maximum population any territory can have is 5,000 colonists.

Oolan's Advice: ChCh-t territories can get overpopulated twice as much as other races' territories before morale starts to drop. However the ChCh-t are also limited to 5,000 colonists per territory.

Create culture, lower taxes, or make art objects to raise your colonists' morale. Culture is created in **Culture Centers** and **Museums**. You can make art objects in **Art Complexes**.

INCREASING COLONIST POPULATION

A settlement's population is increased by constructing Housing, Apartment Complexes, and Luxury Housing. The more dwellings you have the more colonists can live in your territory. Colonists without enough housing immediately leave. You must maintain the housing in each settlement; if these buildings are all destroyed you will have no colonists. Housing, Apartment Complexes, or Luxury Home construction sites can employ up to 4 colonists.

NATURAL RESOURCES

These resources can be taken from the planet without researching anything.

Food -- A farm grows food. Farms placed on plains or forests produce best, but farms can also grow food in mountains and swamps. Food is necessary to keep your colonists from starving. Starving colonists refuse to work and many eventually riot!

Wood -- This resource is also produced by farms. Farms built on or near trees cut the most wood.

Energy -- Power plants generate this essential resource. Swamp territories and broken ground squares produce the most energy.

Iron -- This common ore is found in mountain territories and rocky ground. Mines produce iron.

Art Objects -- A resource that can only be created in Art Complexes. Unlike other resources that are produced every turn, Art Complexes have a chance of creating art objects. Each art object increases that settlement's morale by 2 points each turn. You may raise 10 morale points in each settlement with art objects; so each settlement can have up to five art objects. Art objects are also worth a lot of money to other colonies, but the Skirineen will pay an even higher price....

PROCESSED RESOURCES

Research technologies to manufacture these resources.

Steel -- When Metallurgy is developed factories convert iron into steel. Steel has five times the metal value of iron, letting you make buildings faster.

Electronic Parts -- A resource manufactured by Universities, Tech Labs, and Collective Tech Labs. Developing Electronics lets you to produce this resource.

Endurium -- An ore that has five times the metal value of iron. Mines produce endurium once Endurium Mining is researched. Endurium is commonly found in forest territories.

Triidium -- Factories refine this strong metal. When Triidium Processing is developed factories convert endurium into triidium. Triidium has ten times the metal value of iron.

Oolan's Advice: Iron, steel, endurium, and triidium are all metals. The higher its metal value, the less of it you need to make buildings and units. To build an Automated Factory, you need 100 metal. Since iron is the basic metal, you will need 100 iron to make this factory. However, you will only need 20 steel to construct this building! Also because fewer resources need to be moved, you save money in transportation costs.

Anti-Matter Pods -- Anti-Matter Containment technology makes this energy resource possible. All power plants generate anti-matter pods. This resource is important for manufacturing many weapons.

PART FOUR: IMPROVING YOUR COLONY

TECHNOLOGY

You must build a University before you can research technologies. Most technologies let you construct more advanced military units and buildings. Some technologies enhance your military units, letting them move further or even gain additional missions. Check your **Colony Leader's Guidebook** for information on each technology.

You speed up your colony's research rate by constructing better research centers. At first you may build a **University**. Once you have researched **Chaos Computers** technology, you may build the more efficient **Tech Lab**. The fastest research center you can construct is the **Collective Tech Lab**; you may make this building once you have researched **Cortex Scanners**.

BUILDINGS

The more advanced buildings you have the stronger your colony will be. You land with limited resources and technologies, so at first you can only construct a few buildings. Also, some resources cannot be made unless you construct certain buildings. You make better buildings as your resource stockpile grows and your technologies improve.

You construct buildings in the settlement view. Pressing the build button on your toolbar brings up the **Select Buildings** dialog box. This box shows what you need to make each building.

Choose a building to see if you can make it. You may have enough of some resources but lack others. Each resource or technology is given a color. This tells you if you have it or not.

- **Black** -- You have this resource in this settlement. If you have researched this technology it is also shown in black.
- **Yellow** -- You have this resources in another territory. It will be automatically moved to this territory, but this costs you extra money. This cost is added into the price of the building.
- **Red** -- Your colony does not have this resource or technology.

Oolan's Advice: Choose **Show All Buildings** to see all the buildings in the game and what it takes to make them!

CONSTRUCTING YOUR BUILDINGS

Select the building you want and then press **OK**. Once you have selected the building, it will appear on the mouse pointer. Click an open square (or squares) on the settlement map and the building's construction site is placed.

Some buildings take up four squares on your settlement map. A building cannot be built if any part of a building overlaps another building, is placed outside the squares, or is set down over water.

Double clicking a construction site brings up its dialog box.

This box shows how many colonists are building the site and the number of turns it will take them to finish it. Adding more colonists to the site speeds up construction.

You may not have enough resources in the territory to make the building. When you do not have enough, this site will be on your map.

The construction site automatically gathers the resources it needs. If you can afford them, all the resources are shipped in. You may also move resources yourself. Do this in the world view by pressing your **Toggle Resources/Military Units** button. Now click and drag resources to the territory. Once the site has what it needs, colonists may be placed on the construction site to start making the building. Just like when you demolish buildings, when you destroy a construction site you get back half the resources you have put in the site.

Oolan's Advice: You can stop construction on a building. Double click the building and choose Shut Down. No work will be done on that building until you start it up again.

BUILDING PRODUCTION

Double click any building on the settlement map and you will get its production box.

This box shows the building's labor and production. You can change what a building produces each turn.

Worker Assignments: Each building has one or more production bars. These bars control the production of a resource, unit, or special ability. Notice the **City Center** has three production bars -- trade, culture, and build units. Click and drag a resource bar to change the building's production. Use the arrow keys to adjust the bars to their highest producing level.

You can also fix a production bar in place. Click the checkbox in front of the bar; the bar turns red and will not move from where you set it.

Adding Production Bars: Some technologies give buildings more production bars. At first a **University** only has a research production bar. Once you have studied **Electronics** technology, your **University** will also have an electronics parts production bar. You may then produce this resource.

Military Unit Queue: City Centers, factories, shipyards, and airports all manufacture military units. Start manufacturing a military unit by pressing the **Add Unit** button. The **Build Units** box appears.

Choose the unit you want and press **Build**. The unit now appears in the unit queue.

Oolan's Advice: Be sure your build units production bar has labor assigned to it. Otherwise your military unit will not be manufactured.

Choose **Circular Queue** and the building will finish one unit and start another one -- providing you have enough resources. **Delete Unit** removes a military unit from the queue. This gives you back your resources.

You may also choose units that you do not have enough resources for yet. Once you get the resources, construction begins on this unit. Any units that have enough resources are manufactured first.

Each territory has a stacking limit as to how many units it can support. If you finish a unit but do not have enough room in the territory for it, the unit stays in the unit queue until there is room.

Shut Down This box stops production in a building. This saves you both credits and resources.

ENERGY COST

Many buildings need energy to run. If you lack energy some buildings will slow down production. Buildings that need energy will have an energy shortage icon next to them. Construct power plants to boost your energy production. A building's energy cost is displayed in its production box. For example, a **University** uses up 10 energy per turn while a **Factory** only uses 2 energy per turn.

UPGRADING OLD BUILDINGS

New technologies let you change an old building into a more advanced one. When you get a new technology, an upgrade bar appears in the building's production box. Click and drag the upgrade bar. The old building will eventually become the more advanced one. It costs more in money and time to upgrade buildings than putting down a new construction site, however, you save much in resources.

For example, you just researched **Synthetic Fertilizer**. Double click a farm and you will see the upgrade bar. Assign some labor to upgrade and this building eventually becomes a Hydroponic Farm!

PART FIVE: ARMING YOUR COLONY

A strong military is crucial to your colony's success. Whether you are defending your land or attacking the world, a powerful military can put you in the lead.

COLONY DEFENSE

Militia and defense fortifications protect your settlements from invaders. Also any military units placed in a territory will defend its settlement as well.

Your colonists are all lightly armed and so will defend your colony when attacked. Militia are no substitute for strong infantry and artillery units, but they still can hold off weak attackers.

Laser Defense, Energy Defense, Anti-Matter Defense are special fortifications. Place these forts next to any buildings you want defended. Research Energy Deflectors to build Energy Defense fortifications. Research Anti-Matter Deflectors to make the most powerful fortifications -- the Anti-Matter Defense.

MILITARY UNITS

MANUFACTURING MILITARY UNITS

Military units are manufactured in different buildings. Factories manufacture infantry and artillery units. Shipyards make ship units; air units are constructed in airports. Warheads are manufactured in missiles bases. Three special units, the **Colonizer**, **Scout**, and the **Command Corps**, are made in City Centers.

COMMANDING YOUR MILITARY UNITS

Double click a military unit on the world map to bring up its **UNIT ORDERS** dialog box. This box has complete information on the unit. Each unit has battle orders and missions you can give them. This box also shows movement points, combat statistics, and other information.

UNIT MOVEMENT

Each unit may move through a certain amount of territories per turn. Each movement point means that the unit may move one territory. You can move a unit through as many territories as its movement points allow. Entering a territory you do not own uses up all of a unit's movement points.

COMBAT STATISTICS

Specific statistics are listed in this box. You can see a unit's attack and defense strength, the damage it inflicts, and other information. Find out each unit's complete statistics in the **Colony Leader's Guidebook**.

UNIT NAME

Each unit has a name that you can change. Click the unit name box and type in a different name.

BATTLE ORDERS, MISSIONS, AND ABILITIES

Every military unit has special battle orders, missions, and abilities that it can perform. Note that some races also have unique abilities. Use these abilities to your advantage.

BATTLE ORDERS

Choose how a unit will fight in a battle.

Attack Normal -- All units except warheads. The unit attacks the nearest target -- a building or a unit.

Attack Buildings -- All units except warheads. This unit only attacks buildings.

Attack Specific Buildings -- All units except warheads. This command tells the unit to destroy specific kinds of buildings such as power plants or farms.

Attack Units Only -- All units except warheads. Your unit takes on opposing units and leaves buildings alone.

Berserk -- Human infantry only. These units attack at double strength, but die when the battle is over.

Juggernaut -- Tarrh infantry only. These units destroy buildings with ease.

MISSIONS

Select a task for the unit to carry out.

No Mission -- All units. The unit does no special actions.

Build Settlement -- Colonizers only. This mission lets you take over a new territory.

Spy -- Scouts, Uva Mosk infantry, and Supernova Spyjets only. A successful spy mission lets you zoom in to settlements on other parts of the planet.

Steal Technology -- Scout units only. A risky mission, but if it is successful you either get a free technology or find out the technology your rival is developing. Maug Scouts are especially good at this mission.

Patrol -- All units. This unit has a better chance of catching spying units. Patrolling units unfortunately lower morale.

Suppress Population -- All units. Force unhappy colonists back to work with this mission. However, this only helps you temporarily. Suppressed colonists may defect to another colony, taking a prize technology with them!

Transfer To -- All units. This gives the unit to another colony. Select the ally with whom you wish to give the unit. Now move that unit into either a neutral territory, or one owned by your ally. The next turn your ally takes it over.

Subvert -- Re'Lu Scouts only. This mission lowers morale in a rival settlement; many colonists become unhappy.

Shaman -- Uva Mosk Command Corps only. This mission has a chance of creating a resource bonus in a territory.

Sabotage -- Maug Scouts only. Maug Scouts can cause damage to enemy artillery units, airplane units, and buildings. This mission also set off warheads, making them attack the enemy's own territory. If there are no units in the territory, the Scout damages buildings instead.

Steal Resources -- ChCh-t Scouts only. This special mission steals 75% of the largest single resource stockpile from a territory.

Poison Land -- Cyth Scouts only. This mission cuts a territory's food stockpile in half.

Cloak -- Infantry, Colonizers, Supernova Spyjets, and Sea Transports only. Researching Advanced Cloaking makes your infantry, Sea Transports, and Colonizer units invisible.

Uncloak -- Command Corps units only. Uncloaking technology causes all cloaked units to become visible in a territory. This forces these units to fight.

Repair -- All units. This mission fixes the damage done to a unit. Units cannot move while they are repairing damage.

SPECIAL ABILITIES

Cyth and Re'Lu Command Corps units have innate abilities. These special abilities automatically happen during combat.

Mind Blast -- Cyth Command Corps only. Their long range mind rays can severely damage opposing units.

Mind Control -- Re'Lu Command Corps only. This attack forces enemy units to fight for the Re'Lu.

COMBAT

When two or more opposing units are in the same territory a battle happens. Depending upon unit strengths, abilities, missions, and battle orders (and a little dose of luck) the winner is determined. Watch all your battles by pressing your **Combat Report** button.

Oolan's Advice: Units set on spy, steal technology, sabotage, poison land, or subvert missions do not fight.

The **Colony Leader's Guidebook** gives more specific details on how combat is resolved. This information is in the **COMBAT** section on page 53.

RETREATING UNITS

All units except Berserking and Mind Controlled units may retreat from the battlefield. This is based on a unit's defense points. Set your unit to retreat when a certain percentage of these points are gone. If the unit is set to retreat at 50% damage it will leave the battle when half of its defense points are gone. Units set to 100% never retreat. Units set to 0% retreat immediately.

UNIT EXPERIENCE

When a unit survives a battle it gains experience. A unit that gains 100 experience points becomes a veteran unit -- gaining attack and defense bonuses. Veteran units will have a blue star next to them on the world map. A unit that survives enough battles to get 500 experience points becomes an elite unit. Elite units have a gold star next to them. New units always have green experience when they are first built.

Spying units also gain experience. Veteran and elite Scouts are very difficult to catch.

MANAGING YOUR MILITARY UNITS

MILITARY UNIT COST

Some military units cost a few credits each turn; if your treasury runs out of money these units will fight at half their offensive and defensive strength.

CHOOSING DIFFERENT UNITS IN A STACK

When two or more units are in a territory, they create a stack. You can cycle through a stack of units. Press your SHIFT key while clicking on the unit stack. The next unit is moved to the top. You can then double click on this unit to give it specific orders and missions, and also move it to another place on the map.

STACKING LIMITS

Territories can only hold so many military units. When you have too many units in one territory, move them into other territories. If you do not move them some units are disbanded. Here is the stacking limit for all territories.

- 4 Infantry, Scouts, or Command Corps
- 2 Artillery or Colonizers
- 3 Airplanes
- 4 Warheads
- 3 Ships (ocean territories only)

Oolan's Advice: Sea transports each can carry up to three ground units

If your territory has reached its stacking limit and a building manufactures a unit, it is not disbanded. The military unit stays in that building's unit queue until there is room for it to come out of the building.

DISBANDING UNITS

You can disband units you do not need anymore. A disbanded unit gives you back half the resources and money you used to make it. Select the unit you do not want and press the DEL key. You will be asked if you wish to disband the unit. Press **OK** and the unit is gone.

PART SIX: DIPLOMATIC RELATIONS

You can send messages, trade resources, and transfer military units to other colonies.

SENDING MESSAGES

Insult, brag, threaten, or even complain to your enemies. You can antagonize rivals with a choice insult, complain to powerful colonies, or even threaten upstart colonies muscling in on you.

Choose the insult, complaint, threat, or brag you wish to send. You next select the race or races that will hear your message. When you press OK, your rival immediately receives the animated message.

Oolan's Advice: You can watch your own messages! Click on View Outgoing Messages and the animation is played for you.

Writing Personal Messages -- You can write your own custom messages. Use these messages to coordinate attacks with your allies, start peace talks, or whatever else you feel like writing about. Choose Custom messages. Next type your message in the lower left corner box. Select who you want to see your message and press OK. Your rival or ally sees your thoughts and feelings immediately.

BUYING AND SELLING RESOURCES

Selling Resources to Other Colonies -- Sell resources by first pressing the **Toggle Resources/Military Units** button. Your resources appear. Click and drag the resource you wish to sell to a colony. This box appears:

Type in the amount you want to sell. Now set the price you want for each unit of that resource and press OK. If the other colony accepts your offer, you are immediately paid. If the colony rejects your offer the resources stay in your colony. The buyer pays for all transport costs.

Buying Resources From Other Colonies -- Occasionally a rival offers you resources. You may choose to Accept or Cancel this offer. If you do accept the offer the resources move to your home territory and the credits are taken out of your treasury. You also pay for the transport costs.

GIVING MILITARY UNITS TO OTHER COLONIES

The unit mission **Transfer To...** lets you give military units to other colonies. There are several transfer missions -- one for each colony with you on Gallius IV.

For example, you are the Humans playing against the Cyth and the Uva Mosk. You need to give the Cyth an infantry unit to defend themselves against the Uva Mosk. Select the **Transfer To Cyth** mission. Move that unit into a neutral territory or into a territory owned by the Cyth colony. Next turn the Cyth will own this infantry unit.

PART SEVEN: THE BLACK MARKET

The Skirineen are the only race who refused to sign the Compact of Gallius IV. Because of this they are not allowed to land on the planet. However they have secretly announced that they are offering goods and services to any colony that needs help....

Your colonists will not be pleased if they find out you have been dealing with the Skirineen.

There is a chance of causing a scandal each time you make a transaction. The more money that exchanges between you and the Skirineen, the more likely it is that there will be a scandal. A scandal drastically lowers colonist morale. Your colonists may even riot, destroying many buildings. However if you are in a tough situation, a quick deal can get you ahead of the other colonies.

Click the **Black Market** button on the toolbar. You may buy resources, information, military units, and technology. You can also sell resources to the Skirineen.

BUYING AND SELLING RESOURCES

Click the **Purchase Resources** button. Choose the territory from which you are selling the resources. Next, contact the Skirineen, and press the **Purchase Resources** button. Select the resource you wish to buy or sell. Next push the **Buy** or **Sell** buttons. You will be asked how much you wish to trade. Select the amount and press **OK**.

Buying from or selling resources to the Skirineen is the deal least likely to cause a scandal.

BUYING INFORMATION

Due to their advanced surveillance systems, the Skirineen constantly spy on all the colonies. They will sell you information on a territory for 25 credits. This allows you to **Zoom In** to a rival territory.

Press the **Purchase Information** button. Next choose the territory you wish to see. Press **OK** and exit the Black Market box.

Click on the territory you bought information on and press the **Zoom In** button. You can now see this territory's settlement view.

BUYING TECHNOLOGIES

The Skirineen might have technologies they can sell you. Click on the **Purchase Technology** button. If a technology is available its price is displayed in this box.

If you want this technology press **OK**. Its price is subtracted from your treasury. If you do not want this technology press **Cancel**.

BUYING MILITARY UNITS

The Skirineen may also be able to sell you military units. Click the **Purchase Units** button. This screen appears:

Choose the unit you wish to buy. Press **OK**. Select the territory where you want the unit to land. This territory becomes highlighted. When you click **OK** the unit appears on your world map.

Oolan's Warning: Buying military units from the Skirineen has a high chance of causing a scandal!
--

PART EIGHT: RANDOM EVENTS

Gallius IV is an untamed frontier world that will throw many problems and advantages your way. Here are all the events that can happen.

BAD EVENTS

Plague -- This terrible disease kills off about a quarter of a settlement's population. Moving colonists out of the afflicted settlement may spread the disease to other territories.

Crop Plague -- Your crops die from a horrible mold, destroying half of your food stockpile in that territory. Moving food out of the afflicted settlement may spread the disease to other territories.

Earthquakes -- An earthquake will damage buildings and kill off many colonists.

Ion Storms -- These unusual storms prevent **Orbital Surveillance System** technology from scanning the planet.

GOOD EVENTS

Celebration -- Your colonists rally around you and donate credits to your treasury.

New Resources Discovered -- A territory you own gets a resource bonus square.

Natives Join You -- Gallius IV locals join your colony, adding more colonists to your population.

PART NINE: MULTI-PLAYER GAMES

Play against up to six other human opponents for hot multi-player action! *Deadlock* lets you connect with other players through the Internet, a LAN (Local Area Network) System, a modem serial connection, or a null modem.

PREPARING FOR LOCAL AREA NETWORK

Deadlock can be played over a variety of Local Area Networks (LANs). These are common in the workplace. Why not play a little *Deadlock* over lunch?

Deadlock uses a network protocol called NetBIOS. This protocol must be active on each machine that will play. Consult your network administrator for help in using NetBIOS.

We have included the NetBIOS executable for most Novell IPX LANs. Other LANs have their own versions of NetBIOS; consult your network administrator about how to get them.

Windows 3.x users:

In DOS before you start Windows, go to the *Deadlock* directory on your hard drive and type NETBIOS. You should receive confirmation that it has been activated successfully. Start Windows. That should be all there is to it.

Windows95 users:

Under the **Start** Menu, go to **Settings**, then **Control Panel**. Double-click **Network**. Click on the **Configuration** tab if it is not in front. You will see a list of network protocols available on your machine.

The next step may take some trial and error. Click on any line in the network components list that has the word "protocol" in it. In the resulting box, look for a "NetBIOS" tab. If there is no tab, close the box and look on the network components list for another item with "protocol" in it, and repeat the process. If you find a NetBIOS tab, click it and check the box that says "I want to enable NetBIOS". Close all boxes, restart your computer, and that should be all there is to it.

If you have problems, consult your network administrator.

PREPARING FOR MODEM

Follow installation instructions for your modem so that your modem is hooked up and on an open phone line. Note the baud rate of your modem, and what COM port it is on. Your modem manufacturer or Windows customer support can help with problems in setting up your modem.

PREPARING FOR DIRECT CONNECT (NULL MODEM)

Two computers near each other can be directly linked to play *Deadlock*. Each computer must have a free serial port and an open COM port. To connect the computers, use a serial cable plus a "Null modem" adapter which attaches to the cable. You may want to note the baud rate of your serial card; if you must guess, use 9600. Your PC manufacturer or Windows customer support can help with problems in setting up your serial cable.

PREPARING FOR INTERNET PLAY (WINDOWS95 ONLY)

In order to play *Deadlock* on the Internet you need two things: an open Internet connection of the type you use to surf the Web (PPP or SLIP), and membership in the Internet game services **Mplayer** or **Total Entertainment Network**.

You may already have a direct Internet connection to surf the Web. Note, however, that some dialup services might not provide the connection you need; consult such services for advice. If you do not have a direct Internet connection, or wish to have a faster, more reliable one, we provide you with a few options. You will need a properly set up modem with a baud rate of 14,400 or better.

Both Mplayer and TEN, during their signup (described below) offer Internet services. Simply sign up with either Mplayer or TEN and follow their instructions to start new Internet accounts with their partners. However, we also offer a third alternative: **Earthlink Networks**. Any of these options should be sufficient for you to play *Deadlock*. If you want the absolute best connection with Mplayer or TEN, you should use the Internet service they recommend. However, Earthlink offers you a very competitive price and free trial period. If you wish to sign up with Earthlink, look in the Start menu under Programs for your *Deadlock* folder. In that folder, select the "Earthlink" option to install their service. Alternatively, you can look in the "Earthlink" folder on the CD. Each of these three services has a good customer support network you can call for help regarding any problem setting up and maintaining an Internet connection.

You will need to sign up with Mplayer or TEN to play *Deadlock* on the Internet. These services assure fast,

reliable connections, will instantly update your game every time you log in, have a teeming community of players from around the country (and even the world), have chat rooms in which to discuss and launch games, and have a great customer support system. *Deadlock* permits you to receive free trial memberships on both of these services.

To sign up for Mplayer or TEN, you can first visit their web sites (**www.mplayer.com** and **www.ten.net**), but this is not necessary. Look in the **Start** menu and the **Programs** folder. Find the *Deadlock* folder. In that folder are icons for Mplayer or TEN. Activate either one and follow their directions. If you have trouble, use their customer service on the Web or call **1-800-MPLAYER** for Mplayer; **1-800-8040TEN** for TEN.

STARTING A MULTI-PLAYER GAME

For Internet games, open up your Internet connection and just push the appropriate button in the **Internet Play** section. You then can follow the directions on screen. Use their help system as needed.

For other connection methods, be sure the **Start New Game** button is selected. Next choose whether your game will be played through a LAN or Modem/Serial link. Click **OK**.

For Modem or Serial games, you will get a screen letting you set them up. Be sure you select the proper COM port and baud rate for your modem or serial connection. If you are unsure of your baud rate, try 9600. Be sure to check the **Enable** box next to the COM port you want to use. Since you are starting a game, if you are using a modem, select **Answer Modem**. Fill in any special modem commands. You must hit **OK** to leave this screen before anyone's modem calls you up to join the game. If you are using a serial connection, select **Direct Connect**; you can ignore the special modem commands and phone number.

Set up your game on the **GAME OPTIONS** screen. Choose everything from how many players can be in the game to the racial abilities of each race. See **PART ONE: STARTING YOUR COLONY** on page 4 for details on all these options.

Once you have finished these selections, the **PLANET SIZE** screen appears. Choose the size of the planet you will play on. Select **CUSTOM** and you can make your own world!

When you have made these choices the **WAITING FOR OPPONENTS** screen appears.

Wait for other players to join. When enough players have joined the game press **Start**. The multi-player game begins!

JOINING A MULTI-PLAYER GAME

Once you are hooked up through an Internet service, LAN, serial modem, or null modem, and someone has started a multi-player game (see above), you can join a multi-player game. Select **NEW MULTI-PLAYER GAME** from the Main Menu.

For Internet games, open up your Internet connection and just push the appropriate button in the **Internet Play** section. You then can follow the directions on screen. Use their help system as needed.

For other connection methods, be sure the **Join New Game** button is selected. Next choose whether your game will be played through a LAN or Modem/Serial link. Click **OK**.

For LAN games, choose from the list of available *Deadlock* games waiting for players. If no games show up, make sure someone has started a game, and your NetBIOS is set up properly. You can ask your network administrator for help. (Try to make it sound work-related!)

For Modem or Serial games, you will get a screen letting you set them up. Be sure you select the proper COM port and baud rate for your modem or serial connection. If you are unsure of your baud rate, try 9600. Be sure to check the **Enable** box next to the COM port you want to use. If you are using a modem, select **Call on Modem**. Fill in any special modem commands and the phone number of the person who has started the modem game. If you are using a serial connection, select **Direct Connect**; you can ignore the special modem commands and phone number.

You will be told when you have connected to a game. When the master starts the game then the struggle for Gallius IV begins!

PLAYING MULTI-PLAYER DEADLOCK WITH ONLY ONE CD

Several people can all play networked *Deadlock* over LAN, modem, direct connect, or the Internet even if only one person has bought the full retail version of the game. Simply use the *Deadlock* CD to install *Deadlock* on each machine-- go ahead, we don't mind! When you all play together, however, everyone who does not have the *Deadlock* CD in their CD drive will be restricted to **Demo Rules**. Many of the cinematics and music will be missing. Some game options will not be available, so the one with the CD should probably be the one to start the game. During play, the ones without the CD will be barred from a couple **Black Market** functions. Most importantly, those without the CD will only be able to research the first two levels of technology. Unless those players manage a quick, crafty win, the player(s) that do have the official *Deadlock* CD will be able to develop awesome weapons, buildings, and abilities that crush their "demo" opponents. If you are being beaten by those Assault Troopers and out-built by those Robotic Factories, go buy *Deadlock* at any retail store, and take revenge!

PART TEN: IF YOUR GAME WON'T RUN...

PROBLEMS WITH WINDOWS®

SLOWER MACHINES

If you are running *Deadlock* on a slower machine (66 mhz or less), you may have problems switching between the world and settlement views. You can free up more memory by changing a few settings in the game. Go to **Personal Settings** under your **FILE** menu. Set the graphics to no detail; this will make it faster for you to see the settlement view. Next under the **MAP** menu choose the **Top Down World** command. This makes it easier to see the planet map.

MULTI-PLAYER PROBLEMS

If you are experiencing difficulty getting your game running by modem or serial cable connection, please refer to the file MODEM.TXT on the *Deadlock* CD-ROM.

For additional technical information, please read the HELPME.TXT file on the *Deadlock* CD-ROM.

CUSTOMER SERVICE

IF YOU HAVE A MODEM...

Accolade gives customer service, news, demos, technical support, and other information on the following on-line services:

America Online:	Industry Connection, keyword: Accolade
CompuServe:	Game Publishers' A Forum, GO GAMAPUB
Internet:	techelp@accolade.com
WWW:	http://www.accolade.com

TECHNICAL HELP

Accolade provides help by telephone Monday through Friday, 8 AM to 5 PM Pacific Standard Time. Call 1-408-296-8400 (voice) or 1-408-246-0231 (FAX). You may also write us at the following postal address:

Customer Service
Accolade, Inc.
5300 Stevens Creek Blvd.
Suite 500
San Jose, CA 95129

OTHER HELP

For Deadlock Hints & Tips

Call Accolade Direct

1-900-454-HINT

\$.99/minute - if you are under 18, get your parents' permission before making this call.

LEGAL MUMBO JUMBO

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After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars, plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to Accolade, Inc., Attn: Customer Service, 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. (To speed up processing, return only your CD-ROM. Please do not return collateral materials).

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SPECIAL INSTALLATION NOTICE

On some Windows 3.1 machines, Deadlock will offer to install Microsoft's "Win32s" and "WinG" libraries to your hard drive. These are needed in order to play Deadlock. The installation is done by a program supplied by Microsoft which is included on your Deadlock CD; this program is executed automatically by the Deadlock installer if needed. If you have problems with this part of the installation, you can consult Microsoft's customer service number at (800) 426-9400 or Accolade's customer service at (408) 296-8400.

The following license agreement pertains to the aforementioned Microsoft installer. By agreeing to install the aforementioned libraries, you agree to the following.

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